

PAINT THE
TOWN RED!!



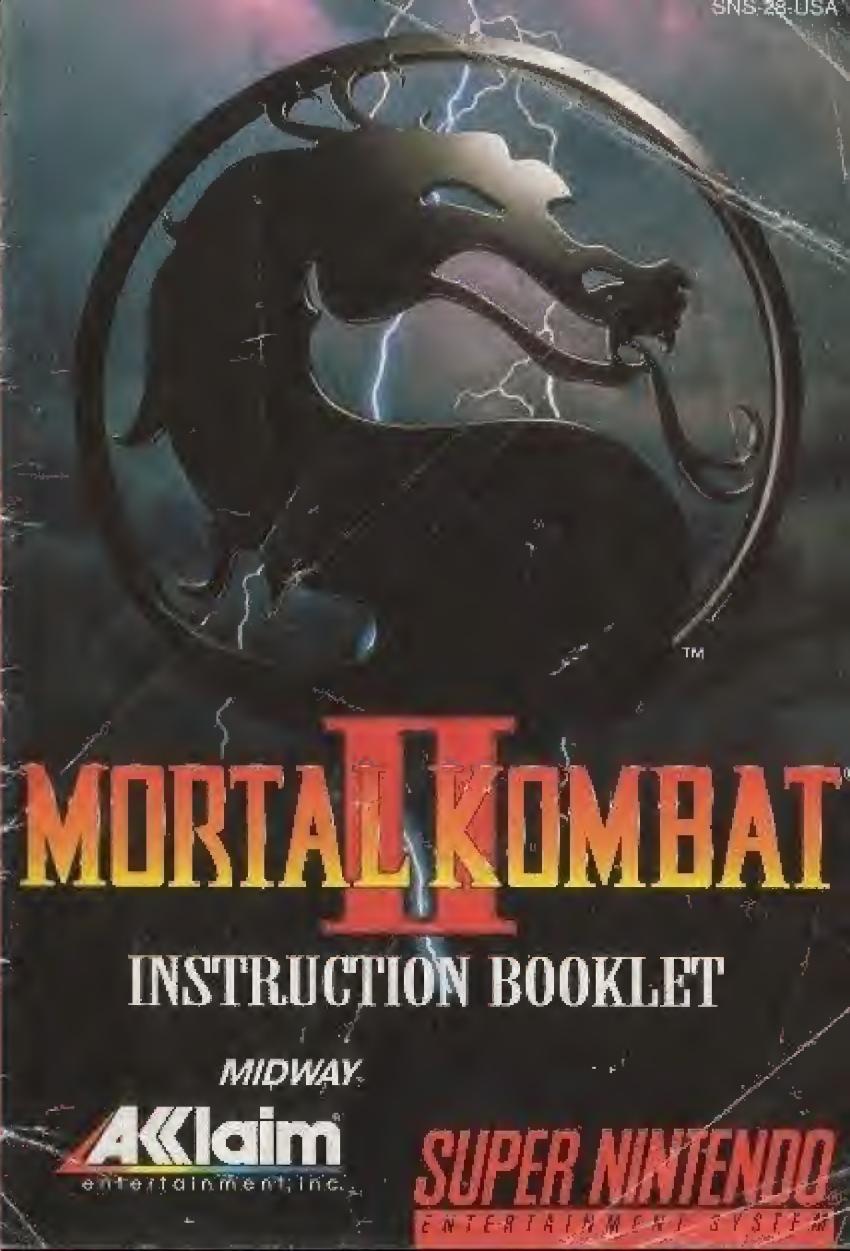
SPIDER-MAN VENOM
MAXIMUM CARNAGE™

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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SUPER NINTENDO
ENTERTAINMENT SYSTEM

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NOTHING, NOTHIN,
CAN PREPARE YOU!

500 years ago, the shapeshifter Shang Tsung™ was banished from the Outworld to the Mother Realm (Earth) for his crimes. There, with the aid of his pupil Goro™, a hideous half-human dragon, he was to atone for his crimes by unbalancing the furies of the realm, allowing his master Shao Kahn™ and his minions to enter the dominion and rule forever.

He was defeated.

He returned to the Outworld a failure, facing execution at the hands of Shao Kahn™, supreme ruler of the Outworld, the Astral Planes of Shokan and the surrounding kingdoms. With the apparent demise of Goro™, his fate seemed sealed. But Tsung™ told Kahn™ of his plan for revenge, a plot so evil and twisted even Kahn™ was persuaded to grant him one final opportunity to redeem himself. He cleverly lured his adversaries to the bizarre Outworld where they would face a new challenge—a tournament hosted by Shao Kahn™ himself.

Today, the Tournament Begins... Again!



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LET THE TOURNAMENT BEGIN!



1. Make sure the power switch is OFF.
2. Insert your Mortal Kombat® II Game Pak as described in your Super Nintendo® Entertainment System manual.



3. Turn the power switch ON. When you see the Mortal Kombat® II title screen, press the START button to advance to the Options screen.



START begins a one-player battle for the title of Grand Champion. First, however, a fighter must be selected. The warrior selection screen has pictures of all the warriors available to a player. To select a warrior, move the colored frame onto a warrior using the CONTROL PAD ARROWS.

When your choice is framed, press the A or B button to select him. To select a warrior randomly, leave the frame on the initial warrior (Liu Kang™ for Player 1, Reptile™ for Player 2) and press UP and the START BUTTON.



Should a second player desire to join the tournament, he may do so at any time by pressing his START BUTTON. This will then return both players to the "Choose Your Fighter" screen where they again must choose their warriors. Both players may choose the same warrior. When this happens, the two will be distinguished by color. The players will then battle one another with the winner continuing onward in the tournament, and the loser's game ending.

If you wish to choose one of the various options within the OPTION MENU, press the D-PAD to the RIGHT and press START. The OPTION MENU will present you with the following options:

MUSIC allows you to turn the game music on or off.

DIFFICULTY allows you to choose whether the game will be Very Easy, Easy, Medium, Hard or Very Hard.

HANDICAP is a feature designed to let two players of different skill levels battle on an equal basis. You can increase or decrease your handicap by moving the D-PAD RIGHT OR LEFT. HANDICAP only works when in 2-player mode.

BUTTON CONFIGURATION allows you to select which buttons will operate which moves. To select a move, use the UP and DOWN CONTROL PAD ARROWS. To change the control, press the button you desire to use when the move is selected. Keep in mind that when you change one button, the move which originally used that button is also switched. To leave BUTTON CONFIGURATION, press the START BUTTON. To exit the options screen and return to the main title screen, press the START BUTTON.



RULES OF THE OUTWORLD

TO PAUSE
THE GAME,
PRESS THE
START BUT-
TON ON THE
BATTLE PLAN.

While the kombatants
in the original
Shaolin Tournament
for Martial Arts
wagered their very lives
upon their skills, in Shao
Kahn's™ Outworld
tournament, they
wager much more!!!

The Outworld tournament first tests a warrior's fighting skill by pitting him against each of the formidable Earth warriors. In all Mortal Kombat® II battles, meters in the upper-left and upper-right corners of the screen measure the health of the warriors.



The meters begin each round completely green, but each time a warrior is hit, an amount of red signifying the degree of injury is added to his meter. When a warrior's bar becomes completely red, he is knocked out and the round goes to his opponent. Should time run out before either kombatant is knocked out, the

warrior with less injury is declared the victor. The first warrior to win two rounds takes the match and moves on to his next opponent.

Once a warrior has defeated the other kombatants in the tournament, he

then takes on the first of his Outworld hosts, the demon Shang Tsung™. His youth restored by his master Shao Kahn™, Tsung™ possesses both powerful magic and considerable physical skill.

Should a warrior defeat Tsung™, his next opponent is the massive Kintaro™. Kintaro™ is of the same race of half-human dragons which spawned Goro™. Enraged at his comrade's death at the hands of a mere mortal, Kintaro™ sought entrance to the tournament to seek revenge. Shao Kahn™ granted him this privilege in exchange for his servitude.

Defeating Kintaro™ proves a warrior worthy of meeting Shao Kahn™, supreme ruler of the Outworld, in battle. Defeat him to end his rule and become the Supreme Warrior in the Outworld realm!

NOTE: If five rounds pass without a match winner, both kombatants will be disqualified from the tournament.

THE ART OF KOMBAT II:

THE BASIC DEFENSIVE MOVES:

The art of Kombat is as it has been for thousands of years. A wise warrior will begin his training with the art of defense. Far more valuable than learning how to inflict blows is learning how to avoid or deflect them, for an opponent who attacks is an opponent who is vulnerable to attack. Defensive lessons are as follows (based on default settings):

TO MOVE FORWARD OR BACK:

Press the CONTROL PAD LEFT or RIGHT

TO BLOCK:

Press the L or R BUTTON

TO CROUCH:

Press the CONTROL PAD DOWN

TO JUMP:

Press the CONTROL PAD UP

TO FLIP FORWARD OR BACK:

Press the CONTROL PAD UP + LEFT or RIGHT

THE BASIC OFFENSIVE MOVES:

Once defense has been mastered, a warrior can begin to learn the fundamental offensive moves—the punches and kicks. In combination with strong defensive tactics, these moves are enough to defeat most foes. The fundamental offensive moves are as follows:

TO PUNCH (LOW):

Press the B BUTTON

TO PUNCH (HIGH):

Press the Y BUTTON

TO KICK (LOW):

Press the A BUTTON

TO KICK (HIGH):

Press the X BUTTON

WARRIOR WISDOM

- ◆ Patience is a warrior's greatest ally. Wait for your opponent to attack, then counterattack him when he is most vulnerable.
- ◆ Timing is crucial to landing many moves. Practice often to learn timing secrets.
- ◆ With practice, a combination of moves can be learned which allow a warrior to hit his opponent several times before he has an opportunity to defend himself, making them an invaluable tool.
- ◆ Every warrior has different strengths and weaknesses in terms of speed and movement. Discovering these styles allows you to both use them better and kombat them better.

THE ADVANCED MOVES:

The advanced moves use the basic moves as building blocks to form powerful maneuvers. However, although they do more damage, they also are slower. The advanced moves are as follows:

TO UPPERCUT: Press CROUCH + HIGH PUNCH

TO FOOT SWEEP: Press AWAY + LOW KICK

TO ROUNDHOUSE: Press AWAY + HIGH KICK

**TO EXECUTE
A FLYING PUNCH:** JUMP or FLIP + LOW or HIGH PUNCH

**TO EXECUTE
A FLYING KICK:** JUMP or FLIP + LOW or HIGH KICK

SPECIAL MOVES:

While being a master of Kombat may be enough to win any Earth contest, winning a contest in the hostile Outworld requires more of a warrior. In preparation for this tournament, every warrior has perfected several special moves. These moves often draw upon spiritual or supernatural energies, extreme physical conditioning, or mutant abilities for their effectiveness, and can be especially potent, often devastating an opponent.

QUICK REFERENCE CHART

	NORMAL	+ TOWARDS	+ AWAY	+ UP	+ DOWN
B BUTTON	Low Punch/ Throw	Low Punch/ Throw	Low Punch	Flying Punch	Crouched Punch
Y BUTTON	High Punch	High Punch	High Punch	Flying Punch	Uppercut
A BUTTON	Low Kick	Low Kick	Foot Sweep	Flying Kick	Crouched Low Kick
X BUTTON	High Kick	High Kick	Roundhouse	Flying Kick	Crouched High Kick
L or R BUTTON	Block	Block	Block	Block	Block

LIU KANG™

After winning back the Shaolin Tournament from Shang Tsung's™ twisted clutches and returning him to the Outworld in disgrace, Liu Kang™ returned to his temples. He discovered his sacred home in ruins, his Shaolin brothers lost in a vicious battle with a horde of Outworld warriors, a parting salvo from Shang Tsung™ and his minions. Now he travels into the dark realm to seek revenge...



KUNG LAO™

A former Shaolin monk and member of the White Lotus Society, Kung Lao™ is the last descendant of the great Kung Lao™ who was defeated by Goro™ 500 years ago, allowing the tournament to fall into Shang Tsung's™ evil hands. Realizing the danger the Outworld menace poses to all Earth, he joins Liu Kang™ in entering Shao Kahn's™ contest.



SPECIAL MOVES:

STANDARD FIREBALL:

Towards, Towards,
High Punch

CRUCHING FIREBALL:

Towards, Towards,
Low Punch

FLYING KICK:

Towards, Towards,
High Kick

BICYCLE KICK:

Hold Low Kick for
5 seconds then release



TELEPORT:

Down, Up

HAT THROW:

Away, Towards,
Low Punch

BULLET KICK:

Down + High Kick
at the peak
of any jump

WHIRLWIND SPIN:

Up, Up, Low Kick
(Keep tapping
Low Kick to
keep spinning)

JOHNNY CAGE™

The world was shocked when martial arts movie star Johnny Cage™ disappeared from the set of his latest film. But in truth, he was following his former ally Liu Kang™ into the Outworld where he plans to compete in a twisted tournament in which lies the balance of Earth's existence - as well as a script for another blockbuster movie.



SPECIAL MOVES:

GREEN FLAME (LOW):
Half Circle Away
to Towards, Low Punch

GREEN FLAME (HIGH):
Half Circle Towards
to Away, High Punch

SHADOW KICK:
Away, Towards,
Low Kick

SHADOW UPPERCUT:
Away, Down, Away,
High Punch

LOW BLOW:
Block + Low Punch

REPTILE™

Shang Tsung's™ personal protector, Reptile™ lurks in the shadows, stopping all those who would do his master harm. His human form is believed to disguise a horrific reptilian creature whose race was thought extinct millions of years ago. He enters the contest hoping to defeat all and protect his master.



SPECIAL MOVES:

ACID SPIT:
Towards, Towards,
High Punch

FORCE BALL:
Away, Away,
High Punch
+ Low Punch

INVISIBILITY:
Up, Up, Down,
High Punch

SLIDE:
Away + Block
+ Low Punch
+ Low Kick

SUB-ZERO™

Thought to have been vanquished in the Shaolin Tournament, Sub Zero™ mysteriously returns. It is believed this secretive member of the Lin Kuei, a legendary clan of Chinese "ninjas" has traveled into the Outworld to again attempt an assassination of Shang Tsung™. To do so, he must fight his way through Shao Kahn's™ tournament.

SPECIAL MOVES:

DEEP FREEZE:
Down to
Towards,
Low Punch

GROUND FREEZE:
Down to Away,
Low Kick

SLIDE:
Away + Block
+ Low Punch
+ Low Kick



SHANG TSUNG™

After losing control of the Shaolin Tournament and returning to the Outworld in disgrace, the shapeshifter Shang Tsung™ promised his ruler, Shao Kahn™, that he could still unbalance the furies and allow Kahn™ to take over the Earth. His plan was to lure the Earth warriors to compete in the Outworld, and then, win or lose, never to let them return. Convinced of this plan, Shao Kahn™ restored Tsung's™ youth.



SPECIAL MOVES:

FLAMES:
Away, Away,
High Punch
(one)

Away, Away,
Towards,
High Punch
(Two)

Away, Away,
Towards,
Towards,
High Punch
(Three)



SHANG TSUNG™ (continued)

MORPHS:

LIU KANG™:
Away, Towards,
Towards, Block

KUNG LAO™:
Away, Down,
Away, High Kick

JOHNNY CAGE™:
Away, Away, Down,
Low Punch

REPTILE™:
Block + Up, Down +
High Punch

SUB ZERO™:
Towards, Down,
Towards,
High Punch

KITANA™:
Block, Block,
Block

JAX™:
Down, Towards,
Away, High Kick

MILEENA™:
Hold High Punch
for 2 seconds
then release

BARAKA™:
Down, Down,
Low Kick

SCORPION™:
Up, Up

RAYDEN™:
Down, Away,
Towards, Low Kick



KITANA™

Kitana's™ beauty hides her savage role as a personal assassin for Shao Kahn™. Seen talking to an Earth realm warrior, her motives have come under suspicion by her twin sister Mileena™, but only Kitana™ knows her own true intentions.



SPECIAL MOVES:

FAN SWIPE:
High Punch + Away

FAN THROW:
Towards, Towards,
High Punch
+ Low Punch

FAN LIFT:
Away, Away,
Away,
High Punch

SQUARE WAVE PUNCH:
Half Circle Towards to Away, High
Punch

JAX™

Major Jackson Briggs™ was leader of the U.S. Special Forces unit of which Lt. Sonya Blade™ was a member. After receiving a signal from Lt. Blade™, Jax™ embarks on a rescue mission, hoping to retrieve both Sonya™ and the elusive Kano™, wanted criminal and leader of the Black Dragon organization. Sonya's™ trail leads him into the ghastly Outworld, where he believes both Sonya™ and Kano™ to be held prisoner.

SPECIAL MOVES:

GROUND POUND:

Held Low
Kick for 3 seconds,
then release.

GRAB:
Towards,
Towards, Low Punch

SONIC WAVE:
Half circle,
Towards to Away,
High Kick

BACKBREAKER:
Block, while in air
with opponent



MILEENA™

Serving as an assassin along with her twin sister Kitana™, Mileena's™ dazzling appearance conceals her hideous intentions. At Shao Kahn's™ request, she is asked to watch for her twin's suspected dissension and must put a stop to it at any cost.

SPECIAL MOVES:

TELEPORT KICK:
Towards, Towards,
Low Kick

ROLL ATTACK:
Away, Away,
Down, High Kick

SAI THROW:
Hold High Punch
for 2 seconds
then release





BARAKA™

Baraka™ led the attack against Liu Kang's™ Shaolin temple. He belongs to a nomadic race of mutants living in the wastelands of the Outworld. His fighting skills and dreaded Blade Fury gained the attention of Shao Kahn™ who then recruited him into his army of destruction.

SPECIAL MOVES:

BLADE SWIPE:
Away + High Punch

BLADE SPARK:
Down to Away,
High Punch

BLADE FURY:
Away, Away,
Away, Low Punch

DOUBLE KICK:
Tap High Kick 3 times
when close to
your opponent



SCORPION™

This reincarnated specter is back after learning of Sub Zero's™ return. He again stalks the ninja warrior, following him into the dark realm of the Outworld where he continues his personal mission—to avenge the loss of his family at the hands of the Lin Kuei clan.



SPECIAL MOVES:

SPEAR:
Away, Away,
Low Punch

DECoy:
Down to Away,
High Punch

SCISSOR TAKEDOWN:
Towards to Away,
Low Kick

AIR THROW:
Block, while in air
with opponent



RAYDEN™

Watching events unfold from high above, the mystic Rayden™ realizes the grim intentions of Shao Kahn™. After warning the remaining warriors from the Shaolin Tournament, Rayden™ soon disappears. He is believed to have ventured into the Outworld alone.



SPECIAL MOVES:

LIGHTNING BOLT:

Down to Towards, Low Punch

FLYING THUNDERBOLT:

Away, Away,
Towards

TELEPORT:

Down, Up

SHOCK:

Held High Punch
for 5 seconds,
then release when
next to a standing
opponent

KINTARO™

With Goro™ missing, Kintaro™ steps up to take his place as supreme ruler of Shao Kahn's™ armies. Stronger and more agile than his predecessor, he is enraged by Goro's™ defeat. Kintaro™ vows to take revenge on the Earth warriors responsible.



SHAO KAHN™

The supreme ruler of the Outworld, Shao Kahn™ governs the Astral Planes of Shokan and all surrounding kingdoms. Five hundred years ago he banished the shapeshifter Shang Tsung™ into the Mother Realm (Earth) to pay for his crimes. Shang Tsung™ was to unbalance the furies and create a weakness in Earth's dimensional gates. This weakness in the gates would allow Kahn™ and his minions to forever walk the Earth and plague its inhabitants to a dark and chaotic existence. Only then would Shang Tsung™ be cleared of his offense and the curse be lifted.



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Caution: Do not aim
weapons at eyes or face.

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